C64/128
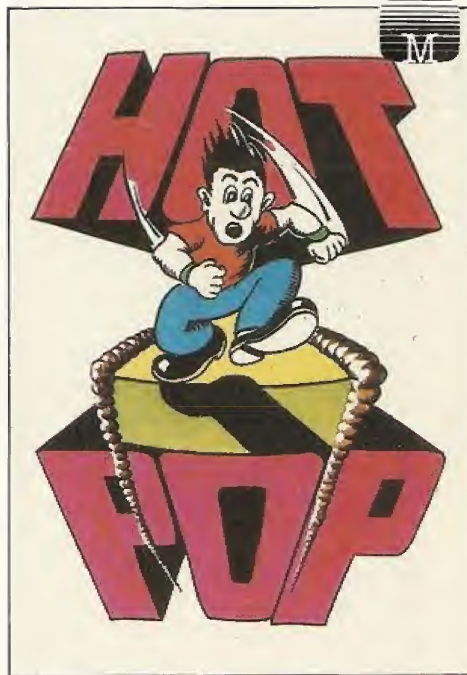
HOT POP

MELBOURNE HOUSE **C64**/128

HOT POP
For 1 and 2 players
Keyboard or Joystick

LOADING
Make sure the tape is rewound to the beginning. Ensure all leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously.

INTRODUCTION
A little character called Hot Pop is moving, jumping, hopping and popping around all over the screen trying to get to his girlfriend's cottage.

On the way he picks up all the fruit he can find to give to his sweetheart, she adores fresh fruit. But watch out, his jealous rivals will do what they can to stop Hot Pop picking the fruit and visiting his girl.

This game requires skillful reactions to get through the 100 stages of play. Jump, Hop and Pop your way through each screen, climb ropes bounce off springboards, avoid airships and collect bonus helicopters.

Help Hot Pop rejoin his sweetheart as fast a possible.

SPECIAL FEATURES
Hot Pop has an editing capability which lets you create your own screens.

YOUR OBJECTIVE
Pick all the fruit on the screen and race to your girlfriend's cottage before the time bonus points run out.

OPERATION
Joystick: Single player use Port 2

Keyboard:

@ Up	SHIFT	Jumping
/ Down	F5	Pause the game
= Right	F3	Select the game you
: Left		want to play

SCORING

Picking up fruit   800 points

Jumping over rival   100 points

Arriving at the
  cottage   Collects time bonus

Touching a
  helicopter   500 points

Bonus Round   Join your girlfriend
and get an extra man. You don't have to
pick up all the fruit to do this.

EDITING CONTROLS

F3	Selecting a character
SHIFT	Setting a character
F5	Ending the stage to edit
N	Going to next stage
V	Going to previous stage
@	Up
/	Down
=	Right
:	Left

Program © Hudson Soft 1984